

Career Main/longe etc

band room
practice

Links

Lessons

Overview

Challenges

Edit profile

Options

Unlocked Content

- list of levels
+ lessons

- check sheet of completed tasks

- challenge list

Score/cash labels
+ values

Name of player

Images

Content

- songs
- movies
- ... guitar
- effects

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Lev 2

Reward Sys?

zoom into
camp on
side

Z

try

17/3

Challenge
finish

Score - points, pass fail

if Pass

- Proceed to next level
- retry
- Career Main

if fail

- Retry
- Career Main/level over/ing main
- back to lesson list (current level)

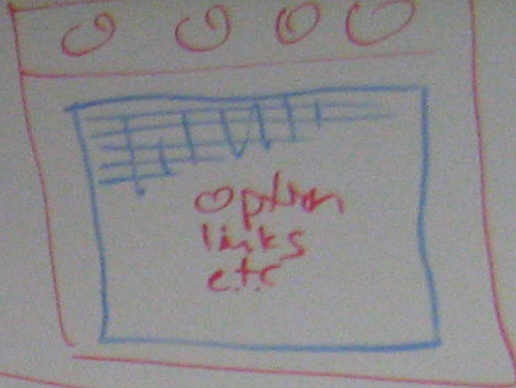
Noted on complete have info on screens
with button to continue (only continue - no back)
to spread info → then menu options

Finish → Score → Money → Menu

↓
G.H. went to song selection

screen pop up
???

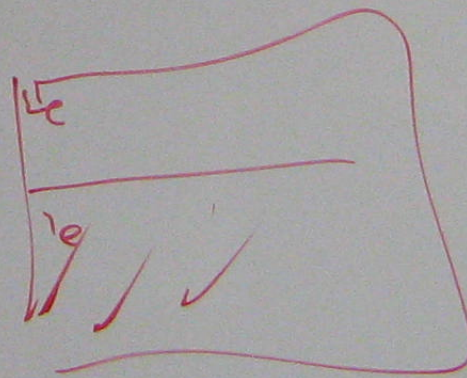
hit [button]
Zoom in to
comp on
side



Reward System
?

Zelda Colins
- music harmonics

try later

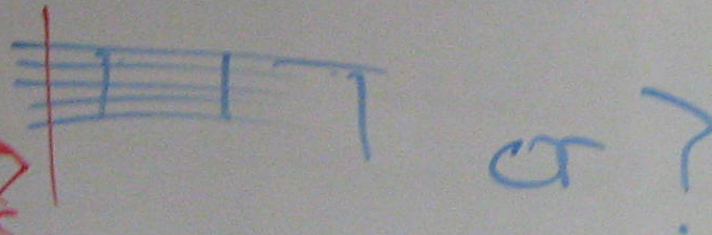


17/3

In game screen

- Sheet music
- Tab - ^{tab indication} next note
- Options link - ^{Shortcut key} Buttons eg small ones on side
- Score - ^{value} animation
- Note prompting ...

Play note here



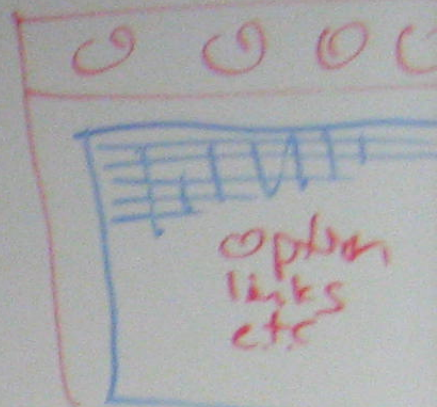
- Visual background
- " Player?

- Note detection feedback

- animation of correct/wrong notes
eg correct could fire
wrong turn to stone & dust

- > Song structure - see guitar hits

Options
hit [button]
Zoom in to
comp on
side



7/3

In game screen

- Sheet music
- Tab - ^{tab indication} next note
- Options link
- Score - ^{value} animation
- Note prompting ...
- Shortcut key
- Buttons eg small ones on side

Note prompting ...

Play note here



or ?

Visual Background

" Player?

Note detection feedback

- animation of correct/wrong notes
eg correct could fire
wrong turn to stone & dust

> Song structure - see guitar hits

Options
hit [button]
Zoom in to
comp on
side



17/3

Tutorial Complete

screen/pop up

???

Options
hit [Enter]
Zoom in to
comp on
side

- Score - Points 2 Pass/Fail
- Results
 - accuracy of notes
 - longest section of correct notes
- retry
 - graphs etc etc
- Career Main
 - Overall score
 - money made ?? - Money ??
- link to corresponding video (i need help!!)
- Complete animation
 - pass
 - fail

17/3

Lesson Video Complete

screen/pop up

???

hit [button]
Zoom in to
camp on
side

Links

- Proceed to practice/tutorial
- " " challenge
- Career main
- Repeat video

- * Ideas - Put on whole new screen (backstage image)
- Put on a popup window (fade out background/blur out)

OK

Proceed straight to tutorial

if fail

- Retry
- Corro Main/level overriding main
- back to lesson list (current level)

Noted on complete have info on screens
with button to continue (only continue - no back)
to spread info → then menu options

Finish → Score → Money → Menu
↓
G.H. went to song selection

17/3

In game screen

Video Lesson

- Video example, demonstration & lesson
- music

- options out [button]

→ Audio, tabs, sheet music

- Play & stop buttons, loop

- Options must include
 - link to challenge
 - link tutorial 1st
 - back to lesson / career menu

Need to Check content
on how a lesson is
conducted. e.g. explanation then demonstration
or combine
if we need buttons to go between

Options
hit [button]
Zoom in to
comp on
side

